ELECTRONIC ARTS®

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EASN. PRESENTS

NHLPA HOCKEY 93

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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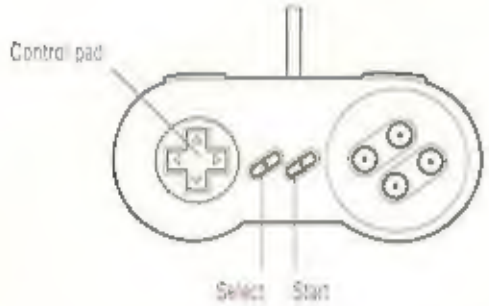
CONTROLLING THE GAME



FACE OFF **Y**–capture puck	**B**–pass puck	**A**–speed burst (body check)	**Control Pad**–aim pass
OFFENSE **Y**–change lines	**B**–pass puck	**A**–wrist shot (hold for slap shot)	**Control Pad**–control direction of skater/ pass/shot
DEFENSE **Y**–hold/hook	**B**–poke check/ trip puck-carrier	**A**–speed burst (body check)	**Control Pad**–control direction of skater

Goalie is controlled by the Super NES™ until he captures the puck. B passes the puck, Control Pad aims the pass.

HINT ON DEFENSE—The hold/hook (Y-button) is a more consistently effective action than the body check (A-button), though a good body check can have a more devastating effect.

FIGHTING **Y**–holds	**B**–body punch	**A**–head punch	**Control Pad**–move backward/forward
INSTANT REPLAY **Y**–rewind	**B**–freeze frame/ slow motion	**A**–play/stop	
LINE CHANGES **Y**–select Y	**B**–select B	**A**–change lines/ select A	

SCOREBOARD

Press **Start** to pause the game and bring up the scoreboard.

Press the **Control Pad** up/down to highlight items on the scoreboard.

Press **A** to select items.

Press **Control Pad** to scroll through data.

Press **Start** to return to the scoreboard. **Start** again to return to the game.

DEMO MODE

Press **any button except Start** to exit the demo mode.

Press **Start** to pause the game and bring up the scoreboard options.

PLAYING NHLPA® HOCKEY '93

NHLPA Hockey '93 is a super realistic, fast-action hockey game designed around the actual rules and players in professional hockey. The controls are easy to use, so you can begin playing immediately with just a quick glance at the control summary on page one. But if you want to master the complexities of *NHLPA Hockey '93*, you should go through the manual. As you get better and better at the game, you can set up increasingly more difficult contests.

PUT ON THE PADS AND HIT THE ICE: STARTING THE GAME

1. Turn OFF the power switch on your Super NES™.

   NEVER insert or remove a Game Pak when the power is on.

2. Make sure your controller is plugged into port #1 on the left side of the Super NES.

   If you're playing against or with a friend, plug his controller into port #2 on the right side of the Super NES.

3. Insert the Game Pak into the slot on the Super NES. Press the Game Pak down firmly to lock it in place.

4. Turn ON the power switch.

5. The *NHLPA Hockey '93* title screen appears. Once the credits begin scrolling, press **Start** to see the Game Set-Up screen.

Game Set-Up screen

If you want to get into the game right away, go straight to the section below, **Playing for Real**.

But if you are starting *NHLPA Hockey '93* for the first time, you might want to watch an exhibition game.

1. Press **Control Pad down** to the **Players** line on the **Game Set-Up** screen.

2. **Press Control Pad left/right** until you see **Demo**.

3. Press **Start**.

Unless you change the settings, Pittsburgh will play Chicago at Pittsburgh in a regular season game with three ten minute periods, no penalties except fighting, and no line changes.

4. The Team Comparisons screen will appear. (See **Team Comparisons.**)
5. Press **Start.** The camera brings you to center ice for the face off.

   Kick back and watch the fast, hard-hitting action.

To get out of **Demo**, press any button except **Start**. The *NHLPA Hockey '93* title screen will reappear.

PLAYING FOR REAL

You'll need to use the **Game Set-Up** screen every time you play. If you just watched the **Demo**, make sure to change the **Players** setting to another mode.

If you want to jump right in and wait until later to explore the other options, just press **Start** to use the game's default settings. You will be Pittsburgh at home in white, going up against Chicago in red in a game with three 10 minute periods. There will be no penalties except for fighting and no line changes. There is no way to turn off fighting.

When you're ready to set up your own game, Control Pad down through the options. A gray rectangle appears around the selected option. Control Pad left or right to change the setting for that option. Press **Start** to begin the game.

Options and Settings

Play Mode

Regular Season: Play a regular season game.

Continue Playoffs: (No two player mode) Return to a playoff series at the point where you left off.

New Playoffs: (No two player mode) Begin in the first round of the Playoffs, needing only one win to advance.

Best of 7: (No two player mode) Begin in the first round of the Playoffs, needing four victories to advance.

Players

Regular Season

One - Home: You control **Team 1** vs computer-controlled **Team 2.**

One - Visitor: You control **Team 2** vs computer-controlled **Team 1.**

Two - Teammates: You and another person play as **Team 1** against the computer as **Team 2.**

Two - Head to Head: You play against another person.

Demo: Watch an exhibition game.

Playoffs (No two player mode)

One: You control **Team 1.**

To change **Team 2**, press Control Pad alternately left/right or right/left. **Team 1** will remain the same, and one of two or three teams will appear as **Team 2.** If **Team 2** does not change on your first attempt, try again. Remember, there are at least two, and no more than three, first round opponents for each **Team 1.**

The Home team is on the right side at the top of the Game Set-Up screen, and the Visitor is on the left.

The Home team always wears the light-colored jerseys, and the Visitor wears dark colors.

The Home team faces up-screen in the first period and third periods, down-screen in the second period.

Team 1

Home team in regular season play.

Team 2

Visitor in regular season play.

In both Playoffs modes, the player with Controller 1 is Team 1, not necessarily the Home team.

Period Length

Each game consists of three periods, and one or more overtime periods if necessary.

You can set the period length at **5 minutes**, **10 minutes**, or **20 minutes**.

A **Regular Season** game allows only one overtime period. The overtime period lasts for ten minutes, or until one team scores ("sudden death"). If neither team scores, the game ends in a tie.

Playoff games cannot end in a tie. Players will play as many sudden death overtime periods as necessary to establish a winner. The overtime periods last as long as the period length selected for that game, or until one team scores.

Penalties

On: The referees call all the penalties and infractions they see. (See **Penalties** and **Infractions**.)

On, No Offside: The referees call penalties and infractions, except offside.

Only Fighting: The game will not be interrupted by penalties or offside, except when a fight breaks out. ICING IS ALWAYS CALLED.

Line Changes

On: The game player/players control their team's line changes. (See **Line Changes** on page 26.)

Off: The players do not tire and stay in for the entire game.

Once you've set up the game the way you want it, strap on your helmet, put on your gloves, grab your stick and press **Start**.

TEAM AND PLAYER STRENGTHS

All the NHLPA teams are represented in *NHLPA Hockey '93*. As in real life, some teams are stronger than others. Of course, a team's strength is based on individual player strengths. This is what makes *NHLPA Hockey '93* so realistic.

Every player in the game has certain strengths and weaknesses, based on the actual strengths and weaknesses of the real teams from the 1991/1992 season.

In general, the center is the best scorer, and the wingers are also good with the puck. Defensemen are not particularly fast or good with the puck, but they check harder and defend more aggressively than the front line players.

TEAM COMPARISONS

Before the game begins, the Team Comparison screen appears. On this screen, the opposing teams are compared in various categories. The team with the higher rating in a given category is superior to the opponent in that area by the difference of the two numbers. For example, when opposing teams are rated 8 and 9 respectively in a certain category, they are nearly equal in that skill; but if opposing teams are rated 9 and 3 in a category, then the team with the 9 is vastly superior at that skill. The highest rating a team can receive is a 9, the lowest a 0. The best teams in the game are Montreal, Chicago, and New York. The weakest teams are Quebec, San Jose, Tampa Bay, and Ottawa.

THE FACE OFF

In the opening period, the home team's center faces up screen.

The visitor's center faces down screen.

At the top of the screen you see a close-up window of the two centers and the referee holding the puck in the air.

The referee drops the puck automatically. When the puck hits the ice, it's *live*:

- Press Control Pad in direction you want to deflect the puck while pressing B, or
- Control Pad forward and press Y to capture puck.

As you learn the game you will find that certain centers are tougher than others, and that some are more skillful with the stick. You will want to be aware of your center's particular

strengths and weaknesses if you want to make full use of him on face offs.

The skills of every player on every team are ranked. (See **Team Roster** on page 34.)

SKATING

Center breaks away into the clear

Skating skills are fundamental to good hockey. You need to skate well to check hard, to avoid checks, to elude defenders, and to fake out goalies. *NHLPA Hockey '93* lets you skate like a pro, but makes you pay for your mistakes.

OFFENSE: With controller 1, your puck carrier skates on a solid light blue star with a dark blue outline. The computer's puck carrier skates on a solid light blue star with no outline. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

DEFENSE: With controller 1, your active defenseman skates on a dark blue outlined star. The computer's defenseman is never marked with a star. In two player modes the skater controlled by controller 2 is marked with a pink outlined star.

PLAYER NUMBERS AND POSITIONS: The number and position of the active defenseman and the puck-carrier appear beneath the star. The computer's puck-carrier is identified by number and position, but his defensemen are not. (See **Team Roster** on page 34 for more information on positions.)

- Press B to activate defenseman nearest to the puck.

> Controlling your momentum is the key to good skating. When you reverse direction, your player will skid a little before he actually turns around. Get a feel for this skidding and use it to your advantage by learning to predict how far players will slide before they stop. To come to a quick stop, press the Control Pad in the exact opposite direction the skater is skating.

- Control the direction of your player (and the direction of your passes) with the Control Pad.

PASSING

The key to a dominant offense is clean, accurate passing.

- Press Control Pad in the direction you want to pass, press B.

If you do not hold the Control Pad, the player will pass the puck in the direction he is facing. The best passing method is to press the B button, then press down on the Control Pad, then release the B button. The pass is launched when the Control Pad is pressed while the B button is down.

When the puck reaches a player, that player usually controls the puck.

An opponent can intercept a pass if he gets to the puck first.

Try to keep track of where players are off-screen.

In general, the center skates up center ice, the two wingers on either side of him, and the two defensemen behind on opposite sides.

If the player you control is off-screen, an arrow (→) of matching color to your star outline at the edge of the screen indicates the location of that player.

When playing in either of the **Two Player** modes, the blue arrow indicates the Controller 1 player, the pink arrow the Controller 2 player.

If you know where all your teammates are, you can pass quickly (forward, to the side, and behind you) and confuse the defenders.

On medium to long range passes, it is smart to press **B** immediately after you pass the puck to control the target player before the puck arrives; this way you can evade defenders and pick up the puck in the clear.

PLAYING AS TEAMMATES

When **Two Player-Teammates** is selected, two players compete against the computer.

The player with Controller 1 controls the man on the blue outlined star and always faces off.

The player with Controller 2 controls the man on the pink outlined star.

The player in control of the puck is shown with his star filled-in in blue.

All the controls remain the same.

On defense, when both players press **B**, the player who pressed **B** first becomes the defender closest to the puck. The other player becomes the next closest defender.

The player with Controller 1 controls the goalie's pass after the goalie captures the puck.

FIGHTING

Sometimes two or more players lose their cool and fight. The referees are powerless to stop such behavior, and they would be unwise to try.

- Press **A** to throw a head shot.
- Press **B** to throw a body punch.
- Press **Y** to hold your opponent.
- Press the Control Pad left/right to move back and forth.

PENALTIES

When the Penalties option is On, the referees call all the penalties they see. Penalties cost you a trip to the penalty box.

Different penalties are called in different situations.

You can keep penalties to a minimum by laying off the A button on defense. The A button gives the player you control an extra burst of speed, so your checks are harder and your collisions more explosive.

Below is a list of the various penalties.

Holding	Illegally grabbing or pinning a player so that he can't move.
Roughing	Unnecessary roughness or causing an injury.
Slashing	Deliberately hitting an opponent with the stick in order to obstruct or intimidate him.
Crosscheck	Lifting the stick off the ice with both hands and using it to check an opponent.
Tripping	Tripping the puck carrier. The referee has to believe there was no attempt to capture the puck.
Hooking	One player's attempt to "hold up" another player with his stick.
Charging	Slamming into another player after two or more deliberate strides in his direction.

Interference	Interference is called when a player interferes with the goalie. Argue if it makes you feel better, but you can't overrule the officials.
Fight Instigation	Intentionally starting a fight in the referee's opinion.
Fighting	Throwing off your gloves with the intention of using your fists on another player.

Fighting brings 5 minutes in the penalty box. All other penalties bring 2 minutes.

One player is released from the penalty box when the opposing team scores in a **Power Play** (See Power Play Lines.)

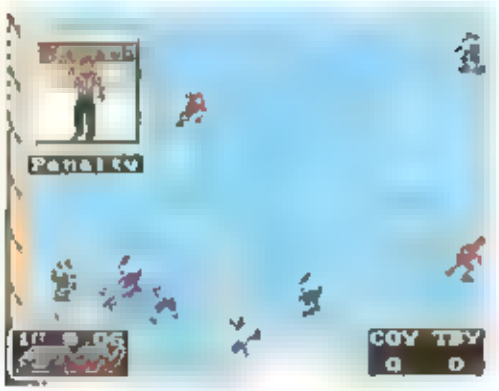
If there are two or more players in the box, the player with the least amount of time remaining in his penalty period is released.

Coinciding Penalty Rule

When two players from opposing teams are each assessed equal penalty minutes at the same time, both players are automatically replaced, so that the same number of players remains on the ice.

Delayed Penalty Call

Referee calls delayed penalty

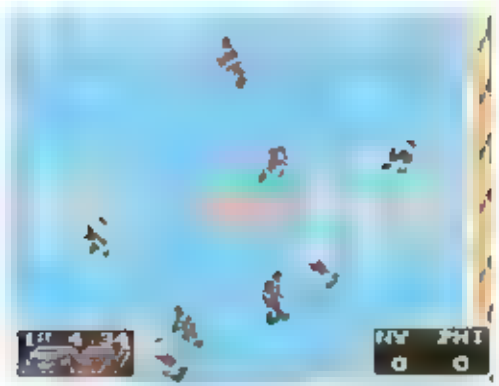


When a penalty is called on a player from the team without the puck, action is not stopped immediately. The referee appears on the screen to whistle the penalty, but play does not stop until a player on the penalized team captures the puck. The computer will automatically replace its goalie with a forward in a delayed penalty situation, and the goalie returns as soon as you capture the puck. If the offensive team scores before the penalized team captures the puck, the penalty is not called.

Delayed Penalty

No team will have fewer than three players (not including the goalie) on the ice. If a penalty is called on a team with two players in the box, the offending player goes to the box and is replaced. His penalty time does not begin to run down until one of his teammates' penalty periods expires. No player is released until only two players are left.

INFRACTIONS



Blues attacking zone

The Attacking Zone

The attacking zone is marked by a blue line on your opponent's side of the ice. When you cross this blue line in the direction of your opponent's goal, you have entered the attacking zone.

Your attacking zone is your opponent's "defensive zone."

Icing

Icing is called when a player passes or shoots the puck across the red center line, the opponent's blue line, and the red goal line, but not through the crease (the blue semi-circle in front of the goal).

If a player on the offensive team touches the puck after it has been "iced," the infraction is not called.

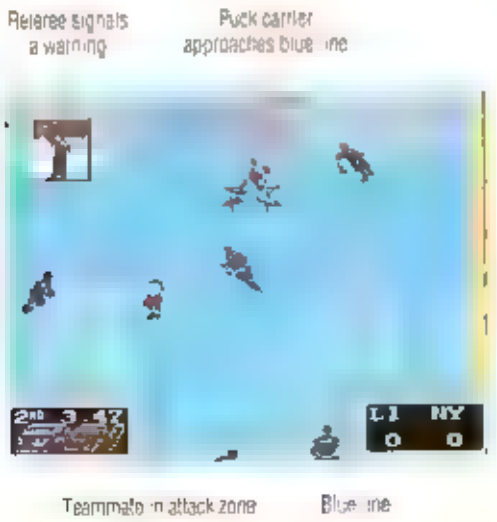
Icing is not called on a shot on goal.

Icing is not called on a team that is short-handed because of a penalty. (See **Penalty Killing**.)

In some hockey leagues, the puck cannot be passed across any two lines on the ice without an infraction being enforced. There's no "two-line pass" infraction in *NHL PA Hockey '93*.

After an icing call, the referee will stop play and set up a face-off in the defensive zone of the guilty team.

Offside



Number 19 approaches the blue line with the puck while his teammate is in the attacking zone.

The puck must enter the attacking zone before any player on the offensive team enters the attacking zone, or else offside will be called.

The puck cannot be passed across the blue line to a player waiting in the attacking zone.

Once in the attacking zone, if the puck crosses the blue line (or if the attacking zone all offensive players must "clear" (leave) the attacking zone before the puck can be brought back across the blue line.

EXAMPLE You attempt a shot on goal in the attacking zone. The other team's goalie stops the puck and quickly passes it to a teammate, who brings it up the ice out of the attacking zone. As soon as he crosses the blue line, you bodycheck him and steal the puck. Now you must wait for your teammates to skate out of the attacking zone before you can bring the puck back into the attacking zone.

A referee window will pop up to warn you that if you cross into the attacking zone you will be offside.

The referees always catch the offside infraction (when you have it ON) and stop the action. The puck is faced off behind the blue line.

SCORING

One point is awarded per goal

- To take a shot on goal press A when you have the puck
- Use Control Pad to aim puck left/right/up/down

There are two different shots, wrist shots and slapshots.

- Wrist Shot: Press and release A quickly

  A wrist shot is slower but more accurate than a slap shot. Wrist shots are most effective when close to the goal.

- Slap Shot: Hold down A.

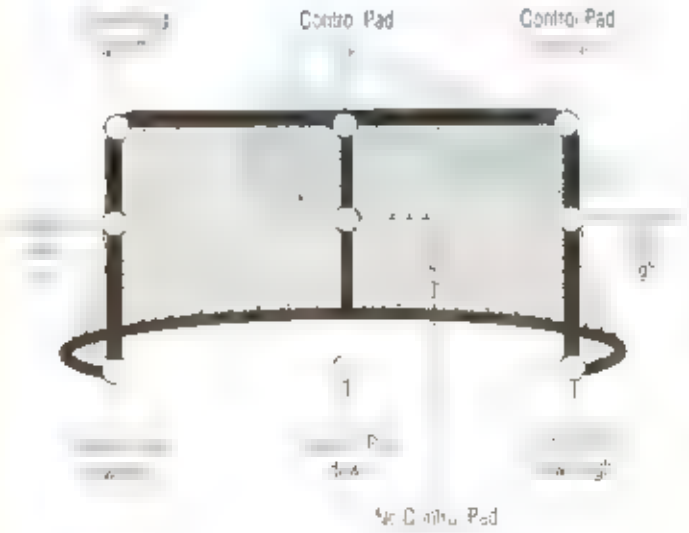
  A slap shot is harder, faster, but less accurate than a wrist shot. Slap shots are most effective further back in the attacking zone when the goalie is not set.

  The longer you hold down the A button, the harder the slap shot.

- Control Pad up to give shot height
- Control Pad down to keep shot low.
- Control Pad left or right to shoot into corner of the net

> Look for a slap shot to bounce off the goalie or the net, grab the rebound, and flick the puck in with a wrist shot.

SHOTS ON GOAL



LINE CHANGES

Scoring line 1 is fatigued

Hockey is a grueling sport, and players need to rest every so often, especially in long games.

If you want to make line changes, set **Line Changes** to **ON** on the **Game Set-Up** screen.

Fatigue bars on the right side of the line name show how fresh (or tired) that line is. The longer the bar, the fresher the line.

You can make line changes whenever action is stopped (end of period, penalty, goal, face off, etc.) or whenever you control the puck.

Before each face off, the **Line Change** window will appear on the screen for a few seconds. Press the letter corresponding to the line you want on the ice.

If you don't press a button, the line next to the letter 'Y' will take (or remain on) the ice.

Unless a **Power Play** is beginning or ending, the line currently on the ice is listed next to the letter 'Y'. (See **Power Play Lines** and **Penalty Killing Lines** for more information.)

You can change lines during play only when you control the puck.

- Press Y

  A window appears showing the current available lines and their fatigue bars.

- Press A to select the line next to the letter 'A', B for 'B' and Y for 'Y'.

Each team has seven different lines: Scoring lines 1 and 2 (Sc1 and Sc2), Power Play lines 1 and 2 (Pw1 and Pw2), Penalty Killing lines 1 and 2 (Pk1 and Pk2), and a Check line (Chk).

> Change lines before they use 25% of their energy to maximize performance of the team. Be careful about changing your line while your puck carrier is in the defensive zone. If your opponent steals the puck, you could be left short-handed on the defensive end while the fresh players are coming onto the ice.

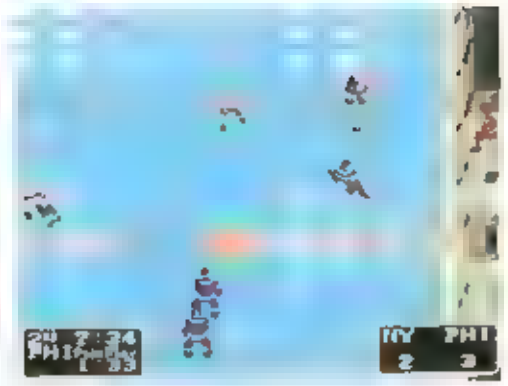
Scoring Lines and Checking Line

Sc1 starts every game. You can change to Sc2 or to the Chk line as soon as you have the puck or when a face off occurs.

Scoring lines are fast, agile, and good with the puck.

The Chk line is your "big" line, generally slower but harder hitting and better on defense.

Power Play Lines



Power play clock

Whenever one team has at least one more player on the ice than the other team, that team has a **Power Play**.

Some of the players on the Power Play lines are also on the regular lines (Sc1, Sc2, Chk) of the Penalty Killing lines (PK1, PK2).

The **Line Change** box appears automatically before each face off.

- Press **Y** when you have the puck to show the **Line Change** box.
- Press **Y** or **B** to select **Pw1** or **Pw2**. If you press neither, the team next to 'Y' will take the ice.

For the first **Power Play**, 'Y' corresponds to **Pw1** and 'B' to **Pw2**. In all subsequent power plays, 'Y' corresponds to the line most recently on the ice.

- It is important to select a line when the **Line Change** window appears, unless you are certain that you want the line next to the letter 'Y' to take the ice. Otherwise, you run the risk of inserting a tired line.

- When a power play ends, select from one of the Scoring Lines or the Check Line.

- [illegible] is listed next to 'Y'. Be sure to select a different line if that line is not at full strength, unless you REALLY want to wear down those tired players.

Penalty Killing Lines

The **Penalty Killing Lines** consist of some of the players in the corresponding **Scoring Lines** and are used against a **Power Play**.

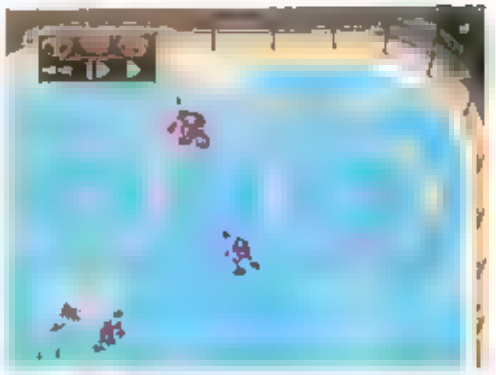
The substitution of **Penalty Killing Lines** for **Scoring** and **Checking Lines** works exactly as described above in **Power Play Lines**.

SCOREBOARD

When the scoreboard is displayed, the game is paused. The scoreboard provides a wide range of choices available during play or between periods. All the different options are explained below.

- Press **Start** during play to bring up the Scoreboard.

Instant Replay



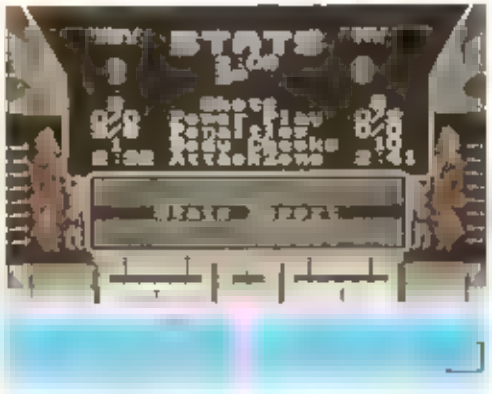
At any point in the game, or at a break in the action, you can replay the last ten seconds of action.

- Press Start during play to bring up the Scoreboard
- Control Pad down to Instant Replay
- Press A

  The replay is automatically rewound half way into the replay. A box appears showing VCR-style control instructions
- Press A to replay normal speed
- Press A or B to stop replay
- Press and hold B to play replay (slow motion); release to stop. Tap B to advance replay frame-by-frame.
- Use Control Pad to move the view around the ice
- Press Y to rewind the replay; release to stop

  You will see the action in reverse at high speed
- Press Start to return to scoreboard
- Press Start to resume play

Stats Report



At any point during the game, you can take a look at the current stats report

- Press Start to bring up the scoreboard
- Highlight *Stats Report* and press A to bring up the *Statistics Report* screen

Each team's current game statistics appear beneath the team's name

Score	Number of goals scored
Shots	Number of shots taken on the goal
Power Play	Number of goals scored during power plays/ number of power plays (see page 28 for more on Power Play)
Penalties	Number of penalties enforced/number of penalty minutes assessed
Body Checks	Number of body checks delivered.
Attack Zone	Amount of time spent in the Attacking Zone (see page 21 for more on the Attacking Zone)

- Press **A** to exit the *Stats Report* screen
- Press **Start** again to return to the ice

Change/Remove Goalies

In professional hockey, the same goalie never starts every game. In *NHLPA Hockey '93* the goalie is chosen randomly for computer controlled teams in regular season games, when Line changes are ON. Otherwise, the 1st string goalie starts.

Goalies do not tire, but if yours is not performing up to your standards, or if you just feel like giving the other guy a chance to show what he's worth, you can change goalies.

- Press **Start** during play to bring up the Scoreboard
- Control Pad down to Goalie
- Control Pad left/right to alternate goalie (or to None)
- Press **Start** to resume play

At certain times you might want to remove your goalie. When you remove your goalie, leaving the net undefended, a forward is substituted when the goalie leaves the ice to give you an extra player up front. This gives you a better chance of scoring.

The computer will sometimes remove its goalie in the third period when it is losing and the game is close.

On a delayed penalty call against you, the computer will sometimes remove its goalie to give itself a brief advantage.

> You might want to remove your goalie when you're losing and time is running out. On a delayed penalty call against the computer, once you gain control of the puck, the computer will automatically remove its goalie and bring a forward replacement. This is NOT listed as a **Power Play** since there are equal numbers of players on the ice.

Team Roster

The Team Roster contains all seven lines and the list of the goalies for a particular team. (See pages 27–29 for descriptions of the different lineups.)

- Press **Start** to bring up the scoreboard.
- Highlight *Team Roster* and press A to bring up the Team Roster screen.

The box on the left displays the name of the lineup shown on the screen. Each player is listed by position, jersey number, and name.

LD	Left Defenseman (shown as D on the ice)
RD	Right Defenseman (shown as D on the ice)
LW	Left Wingers (shown as L on the ice)
C	Center (shown as C on the ice)
RW	Right Wingers (shown as R on the ice)

- Control Pad up/down to scroll through different lines and different goalies.

The box on the right displays the ratings category in which each player is being evaluated.

- Control Pad left/right to scroll through the different ratings categories. Most of the ratings are numerical, the higher the number the better the player at that category.

Goalies (You can't control the goalie's movements.)

Status: On the Ice/On the Bench

Overall: The goalie's overall ability

Agility: The goalie's agility on the ice

Speed: The goalie's speed on the ice

Glove Hand: The hand the goalie catches with

Def. Awareness: Goalie's defensive instinct

Puck Control: Goalie's ability to control the puck

Stick Right: Goalie's stick handling to the right side

Stick Left: Goalie's stick handling to the left side

Glove Right: Goalie's glove handling to the right side

Glove Left: Goalie's glove handling to the left side

Weight: Goalie's body weight in pounds

Line Players

Status: On the Ice/On the Bench/Injured/Penalized

If a player is in the penalty box, the time remaining in his penalty appears as his status. If there is a C following the time, that indicates a coinciding penalty (see page 19).

If a player is injured, 'Injury' appears as his status. A P after injury indicates 'out for the period', while a G indicates 'out for the game'.

Overall: Player's overall ability

Energy: Player's current energy level

Agility: Player's agility on the ice

Speed: Player's top speed on the ice

Handed: Player's best shooting side

Off. Awareness: Player's offensive instinct

Def. Awareness: Player's defensive instinct

Shot Power: How hard the player can shoot the puck

Shot Accuracy: Player's skill in shooting the puck

Pass Accuracy: Player's skill in passing the puck

Stick Handling: Player's overall skill with the stick

Weight: Player's body weight in pounds

Endurance: Player's stamina on the ice

Aggression: Player's likelihood of being penalized

Checking: Player's effectiveness as a checker

Fighting: Player's fighting ability—a zero indicates that the player does not engage in fights under any circumstances.

PLAYOFF MODES

When you select **New Playoffs** or **Playoffs/Best of 7**, you will find yourself in the playoff tournament.

You will always be **Team 1**.

Make sure to check if you are the **Home** team or the **Visitor**. The **Home** team is on the right at the top of the **Game Set-Up** screen in the light-colored jerseys and faces up-screen in the first period, alternating after that.

- Press **Start** to see playoff tournament pairings.
- Press **Start** again to begin your first game.

  When the first game is over, the new pairings will appear. Only the winners advance.

If you lose in the first round and you want to play that team again, return to the **Game Set-Up** screen and select **New Playoffs**. Then simply select the same match-up and try again.

CONTINUE PLAYOFFS

After you win a playoff game, the revised playoff tree appears with a password. Write down the password if you want to be able the return to that point in the playoffs in the unfortunate event that you lose.

To restore the playoff tree, reset the game and go to the *Main Menu*. Select "Cont. Playoffs" in Play Mode, then press **Start**. The *Password Screen* appears.

Press the **Control Pad** left/right/up/down to select a character from the set, then press **A** to enter the character and move to the next position. **Y** allows you to go back and correct any mistakes. When you've entered the correct password, press **Start** to resume the playoffs from where you left off.

HIGHLIGHTS

You can watch highlights from other games around the league.

At the end of each period you will see the score of an ongoing or completed game in a box below the scoreboard.

Press **Start** to bypass the scores.

INJURIES

Sometimes a player takes a vicious check and must leave the ice for a period. A player injured in a fight leaves for the rest of the game. The program automatically replaces the player with the one best suited to play his position.

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